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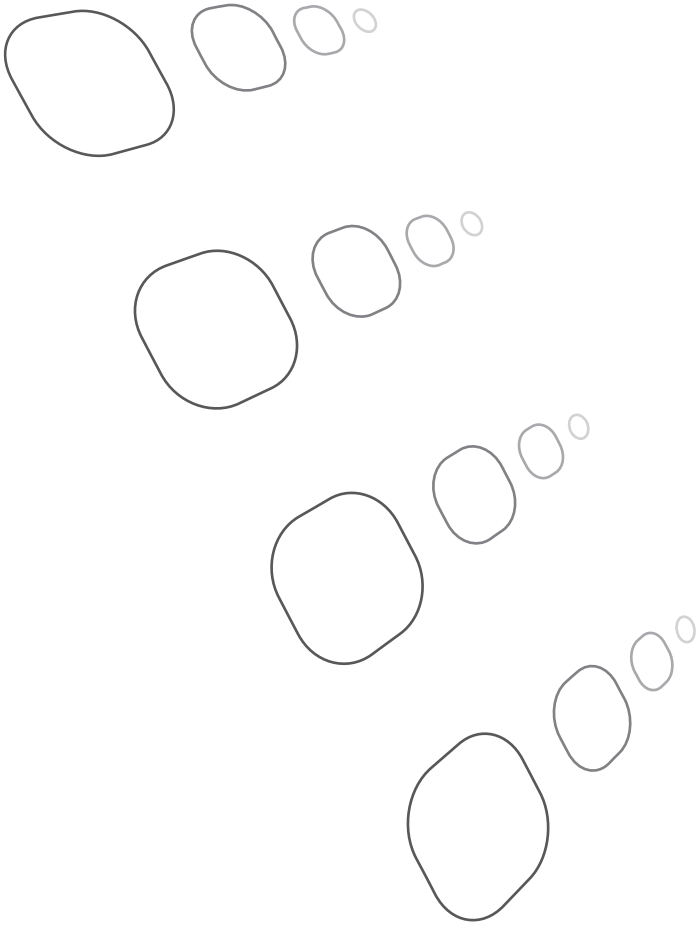

Workstation & Seat

Setup & Admin Guide

Version 5.0

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This manual is not product specific and may detail features that are not available on all systems.

This manual is revision A

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WARNING (WM2) SERVICE PERSONNEL - MAINTENANCE AND CALIBRATION WITHIN EQUIPMENT ENCLOSURE IS ONLY TO BE CARRIED OUT BY SERVICE PERSONNEL (12/97)

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WARNINGS: INDICATE DANGER TO LIFE AND LIMB IF THE INDICATED STATEMENTS ARE IGNORED, OR THE INDICATED PROCEDURES ARE NOT FOLLOWED CORRECTLY.

Cautions: Indicate possible damage to (or misalignment of) the equipment if the indicated statements are ignored, or the indicated procedures are not followed correctly.

Information: Additional hardware or software information which may be useful.

Tips: Useful hints and advice when undertaking tasks.

Notes: System, software and workflow points to consider and remember.

See: Reference to other items in this document or in other documents.

Text

<Text> in these brackets represents a specific key press on the keyboard.

Text in italics represents a menu function or an option. An upper case first letter indicates a main menu and a lower case first letter indicates a sub-menu.

[TEXT] in these brackets represents a key press on a Quantel panel.

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About This Manual

This guide covers software available on some Quantel server connected and standalone systems. It may cover functions or options not available on the system you are using.

This guide was written and published by Quantel. The bottom of each page displays the guide's reference number, eg **2116-59-040** plus a revision letter eg **E** ('E' being more recent than 'A' which is the original). The publish date is also indicated in the format **mm/yy.** If you require hard copies of a guide, always quote its reference number, revision letter and title.

2140-57-005

revision	publish date	*ECO (Quantel use only)*	software version
A	**06/11**	**E44255**	**5.0**

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Website & Downloads (manuals, drivers, plugins & software)
http://www.quantel.com go to support–downloads (login required)

** calls may be recorded for training & quality control purposes.*

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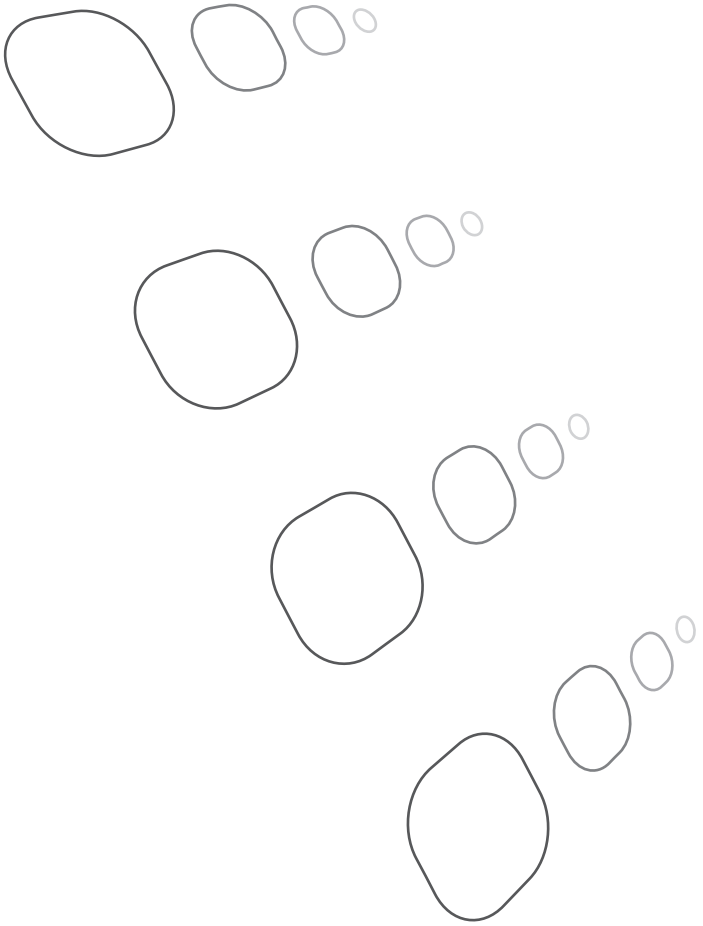

1

Platform Set-up

When the platform and associated hardware have been physically installed they must be set-up and configured.

Set-up must be undertaken by Quantel trained Engineers with a working knowledge of Windows 7 and TCP/IP networking.

Operating Environment

Introduction

The Windows 7 64-bit operating system is used on the Quantel platform to provide an industry standard networking environment and interface. Windows 7 provides larger addressable memory, higher network throughput and has improved system security.

The applications that are run on the Quantel kernel only use the Quantel kernel Library itself (ie the Quantel kernel dll files) and do not directly use the Windows library. This provides a layer of abstraction from the standard operating environment and allows simple maintenance and upgrades.

Using the Windows operating environment in this mode provides a highly stable and reliable platform on which to run Quantel applications. Although the Windows 7 operating environment may be visible and accessible to the user in some circumstances, this cannot be guaranteed and does not mean that it will run standard Windows 7 applications.

Authorised Software & Hardware

The Quantel platform, the Quantel printed circuit boards and the operating environment are designed only to run content creation packages developed using the Quantel generationQ SDK.

The installation of any hardware or software on the platform that has not been authorised by Quantel may adversely affect its operation and is likely to invalidate any warranty.

Quantel cannot guarantee the correct and continued use of the platform if any unauthorised configuration changes are made, or if the platform is used in any way for which it was not designed.

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Software Licence

Any software provided by Quantel on CD-ROM or other media must be considered as a backup copy and must be kept safely for future use. The software is licenced for use only on an individual Quantel platform.

See the Quantel Software Agreement (2030-21-014) for full details.

Plugin API Support

Only V4.2 plug-ins are compatible with V5.0 software. V4.1 plug-ins are not compatible; new versions of plug-ins need to be obtained from your plug-in providers before upgrading. Providers are aware of this and have provided any support required to enable compatible versions to be produced. Quantel are not responsible for the availability of specific plug-ins.

Virus Protection

It is intended that the Quantel PC be connected to a private Quantel network and therefore protected from computer viruses via the network connection. Any CD-ROM or disk inserted into the Quantel platform should be virus checked first or have been produced in a known virus free environment.

It is recommended that any new PC to be connected to an existing network is scanned for viruses (in accordance with your organisation's antivirus policies and procedures) before connecting it into the network.

Care must be taken when using USB pen drives, USB hard drives or firewire drives to transfer material between Quantel systems to avoid introducing viruses on to them. USB and firewire devices should, like any other removable media, be scanned routinely for viruses.

McAfee antivirus software is installed and used during testing but is removed before delivery. The running of some types of antivirus software on the Quantel PC may, under certain conditions, adversely affect operational performance of the platform.

No antivirus software is installed at delivery. The installation of antivirus software on each networked platform is strongly recommended. Quantel cannot accept any responsibility for any virus on the platform if proper care is not taken to protect against it.

Where Programs & Data are Stored

The operating environment is either installed on a single system disk (eg eQ) or pair of mirrored system disks (eg iQ), on the primary NTFS partitioned area of drive C: (on disk 0). The Quantel applications (such as I/O, Edit, Effects, etc) and 3rd-party applications are held in a 'Data' partition of disk 0 but this appears as the 'Data' folder on drive C. The audio data is physically held on a separate disk (disk 2) but appears as the 'audio' folder on drive C. The contents of disk 0 and disk 2 are mirrored on to disk 1 and disk 3 for system security.

In the V5.0 platform's C:\Data directory, there are 2 databases named 'base', one named 'desk', and also the 'dict' (dictionary) folder.

The extra 'desk' database holds the desktop and timeline clips.

The software will not start if the 2 databases do not match. It is possible to start-up:

a without a base or desk folder

b with a base folder but without a desk folder

c with matching base and desk folders.

File Access

Although there is access to locally held files on the Quantel platform, some projects require access to files produced on other systems (eg AAF files, images, audio files, etc). The platform can access files via a network (from the computer that produced them), or from various external storage devices. You can also 'soft mount' media if required so that clips can be processed without copying media into the Quantel workspace (see I/O User Guide for details).

From within Windows, specific folders can be 'shared' with specific users. These folders can then be accessed by the named network users who can also deposit files for use in the various Quantel applications. By default, none of the platform's folders on drive C are shared. If sharing is required, care should be taken to ensure that important files and settings are not accidentally or intentionally changed.

See 'Windows Set-up' and 'Sharing Folders' later in this chapter for details.

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Video & Audio Space Usage

The *System* menu in the <F1> Configuration Window shows the amount of video and audio space available; see chapter 3 for details. Video and audio storage space is consumed with the following processes:

a When a clip is recorded the corresponding amount of video and audio storage is consumed.

b Any material assembled on the timeline consumes video and audio storage space even if it is not actually held in the Clips Bin as a clip, eg if tape to timeline recording has been used to record new material.

c Any unused tails that have been recorded consume video and audio storage space, even after they have been edited.

d Every time a clip is rendered, the resultant clip consumes video storage corresponding to the number of new frames created by the process.

e After a clip is rendered it maintains history of the original clip.

Consumed video and audio space can be reclaimed by doing the following:

a After main editing has been completed, use the *Trim Tails* function in the <F1> Configuration Window to reduce the amount of video and audio storage held by the tails of the source clips that were recorded into the library.

b Delete all unwanted video and audio material from the Clips Bin. This clears the original clips from the library, but may leave them hidden as part of the history of rendered clips or on the Edit timeline.

c Remove all unwanted Floating Clips from the desktop. These consume video and audio storage even if the original clips have been deleted from the library.

d Clear the history from finished (and archived) video clips held in the library. This clears the hidden use of the clips held by the history, but may leave them on the Edit timeline.

e At the end of a session, clear the Edit timeline. This removes any video and audio material held on the timeline that may have already been deleted from

the library or that was recorded directly onto the timeline.

f When processing has been completed, clear the Effects application by deleting all layers. Clear any clips in the Utility and Scribe applications. This clears the hidden use of clips by these applications.

g If 'Scene Select' has been used to grab video material, it may be necessary to restart the Quantel kernel to release video and audio space allocated for the scene select buffer.

It is important to have an appropriate clip naming convention so that every user can find clips and projects.

For details of sQ Server and seat clip management, workflow and diagnostics, see the sQ & ISA User Guide.

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Windows Set-up

Although it is possible to set-up Windows settings using the workstation keyboard alone, it is recommended that a keyboard, mouse and VGA monitor are connected directly to the Quantel platform.

Configuration should only be undertaken by Quantel trained Engineers with a working knowledge of Windows and networking.

User Accounts

User, Quantel & Administrator

You can check and manage current user accounts from the **Control Panel – User Accounts** window.

The default is 'User', which provides the Quantel kernel with the appropriate level of access to disk information and in most cases sufficient user access. In some cases however, the 'Quantel' or 'Administrator' login may be required to provide a higher level of access (eg for installation of new Quantel software, 3rd party applications or for maintenance purposes).

Note that in Windows 7, only the 'Administrator' user account has full administrator privileges and is used mostly by Quantel Engineers. Any user accounts created by the user only have protected administrator privileges. Therefore, Quantel software cannot be installed by double-clicking the Setup.exe file when logged in as 'Quantel' or 'User'. Instead, you should right-click on the Setup.exe file and select 'Run as administrator'. No administrator password is necessary.

Similarly, on initial start-up of the Quantel software, right-click on the program then select 'Run as administrator'. This allows the Quantel software to perform initialisation tasks, which are not permitted from the 'Quantel' and 'User' accounts. This only needs to be done for initial software start-up and not for any subsequent start-up.

Note that software installation and initial start-up is undertaken by a Quantel trained Engineer and usually the 'Administrator' login is not necessary for most platform users. Do not change any settings unless you are a trained Engineer.

The **User** login allows you to:

Create and delete new users and folders
Folder share with other network stations (described later in this chapter).

The **Quantel** login allows you to do the above plus:

Set-up IP addressing and network settings (described later in this chapter).

The **Administrator** login is normally only used by Quantel Engineers for higher level configuration, plus it allows other users to:

Install software (described on previous page)
Run software on initial start-up (described on previous page)
Change Quantel Settings (described in chapter 2).

To undertake the following instructions in this chapter, use the 'Quantel' login on the platform. After set-up, you should change back to the 'User' login to protect the platform from accidental changes.

Login as Quantel

To login as user 'Quantel' (start-up is 'User' by default), do the following:

1 Select the Windows **Start** button (or press <Ctrl><Alt><Delete>).

2 Select **Log off.**

3 With message *'are you sure?'* confirm **yes.**

4 Change user name from **user** to **quantel.**

5 Select **OK.**

Login as User

After you've finished changing network settings (described in next section), you should login as 'User':

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1 Select the Windows **Start** button (or press <Ctrl><Alt><Delete>).

2 Select **Log off.**

3 With message *'are you sure?'* confirm **yes.**

4 Change user name from **quantel** to **user.**

5 Select **OK.**

Configure Network Settings

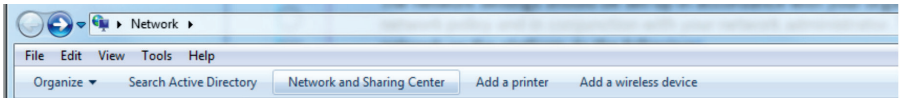
The network settings should be set-up in accordance with your organisation's network policy and in conjunction with your network administrator. To set-up the network on the platform, login as user 'Quantel' then do the following:

1 Obtain appropriate IP and subnet mask addresses for the Quantel platform from your organisation's network administrator.

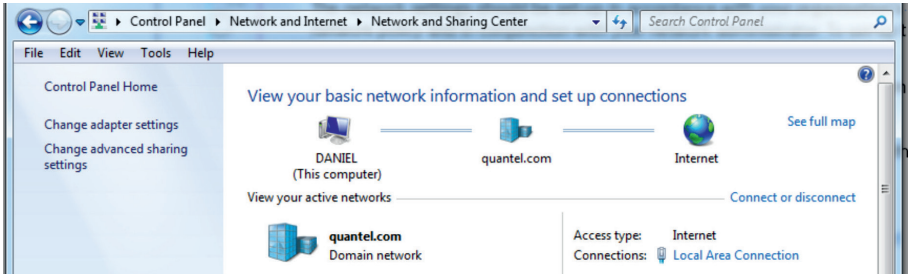
2 Physically connect the Quantel platform to the network in accordance with your organisation's network practices.

3 From the Windows 7 desktop, select **Start – Network.**

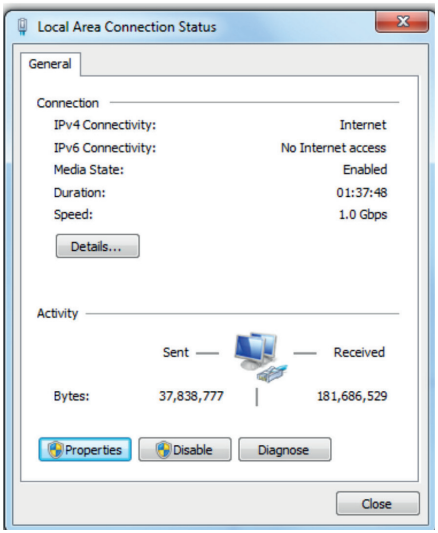
4 Press the **Network and Sharing Center** button as shown below.



The **Network Connections** window now appears.

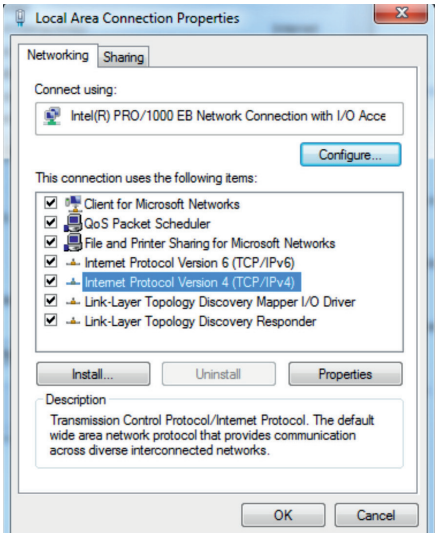


5 Double-click on required connector/adapter, in this example **Local Area Connection.**



The **Local Area Connection Status** window now appears.

6 Select **Properties.**



7 In the **Local Area Connection Properties** window, highlight **Internet Protocol Version 4(TCP/IPv4)*** and select **Properties.**

** this option may change in future releases.*

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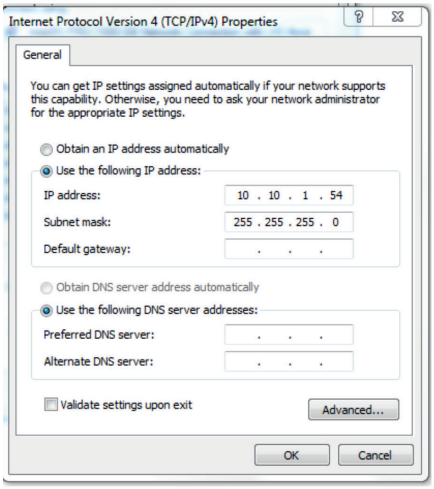
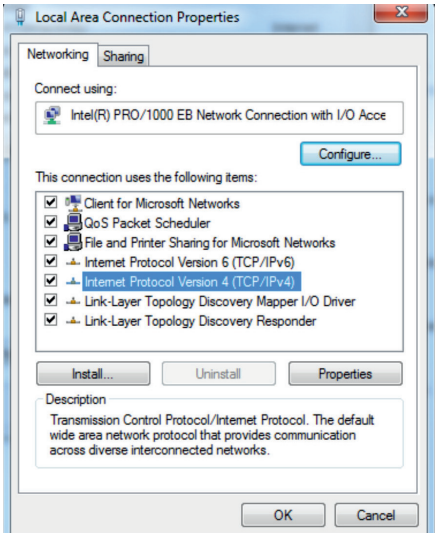


The **Internet Protocol (TCP/IP) Properties** window now appears.

8 Select **Use the following IP address** and enter the IP address and the subnet mask in the relevant fields.

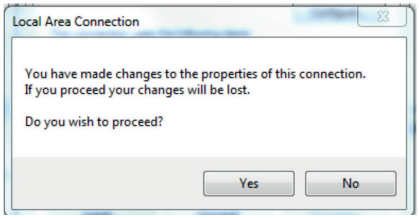
(You need to obtain the correct IP address; the subnet mask is usually set for 255.255.255.0 for Clipnet, but check first with your System Administrator).



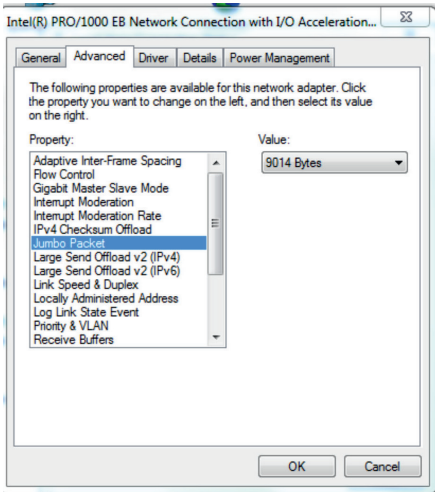
9 Select **OK** which returns you to the **Local Area Connection Properties** window.

If you need to set-up jumbo packet transfer, continue from the next step. If not, go to step **15**.

10 Select **Configure.**



11 If a warning message appears, press **Yes** to proceed.



12 Select the **Advanced** tab on the **Network Connection with I/O Acceleration** window.

13 Select **Jumbo Packet** and ensure that the value is set to **9014 Bytes.**

14 Select **OK.**

15 Now restart the PC by selecting the **Start** menu on the Windows Launch Bar, followed by **Shut Down – Restart.** This ensures that the operating system activates the previous changes.

Jumbo Packet Size (Optional)

The packet size setting in the registry needs to be set if jumbo packets are to be used when transferring clips. Do the following:

1 Type **regedit** in the **Start – Run** command line to launch the registry editor *(note that if the **Run** function is not visible, you may need to enable it in Windows 7 first; right-click on **Start** and select **Properties**. Press **Customize**, tick **Run command** and press **OK**. The **Run** function should now appear when you press **Start**).*

2 Navigate to the following:

HKEY_LOCAL_MACHINE\SOFTWARE\Quantel\Kernel Module Settings\ Quantel\CQPThunks\[revision]\Custom Settings\Config

3 Set **MTU** to **9000.**

4 Set **FBUFFERS** to **64**.

After you've finished the network settings, you should login as 'User' (described at start of this section).

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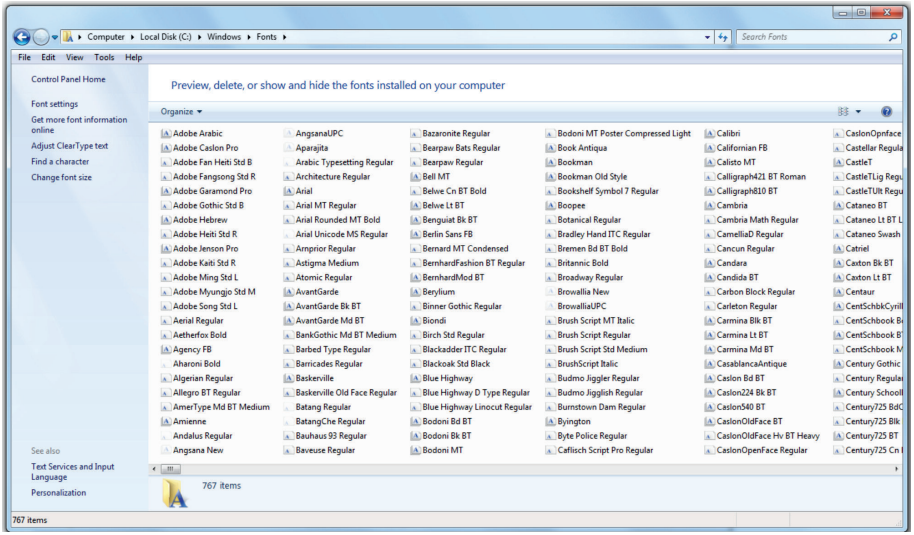
Installing Fonts

Windows 7

True Type fonts are used by the Quantel kernel and by default, these are installed in the **C:\Windows\Fonts** folder.



Before installing new fonts, close the Quantel kernel by pressing <Ctrl> + <F9>. You can either copy and paste or drag and drop new fonts to the C:\Windows\Fonts folder, or right-click on a font file and select **Install** from the pop-up list.

Restart the Quantel kernel by pressing the **Q** icon on the desktop.

Always check that you have permission to use a font before installing; font licenses should be obtained for each user.

Sharing Folders

Windows 7

For a folder to be visible on a network it must be set to 'shared'. By default, none of the platform's folders on drive C are shared. If sharing is required, care should be taken to ensure that important files and settings are not accidentally or intentionally changed.

It is strongly recommended that the root folder (ie 'C') is not shared as this provides network access to every file on the Quantel platform. Only share sub-folders (eg AAF data files) so that only these specific sub-folders are visible on the network as a shared folder.

1 Use either the My Computer icon or Windows Explorer to find the folder required, then right-click on the folder.

2 Select **Share with** then **Specific people.**

3 In the file sharing window, enter the full name of the person and press **Add**

OR...

Press the arrow on the right then **Find people**

From the pop-up, press the **Object types** and **Locations** buttons to select the users/groups and locations

In the '**object names to select...**' field type a name then press **Check Names**

Press **OK.**

4 For each name now displayed in the file sharing window, set the permissions on the right either to **Read** (does not allow file modification/deletion), or **Read/Write** (allows file modification/deletion). Press **Remove** if you want to delete the person from the list.

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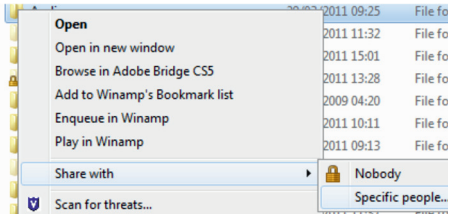
5 Press **Share.**

6 A confirmation window now appears stating **'your folder is shared'**. This window also provides options of notifying the listed users that they can now share your folders.



If you want to stop sharing a folder at any time, right-click on it, press **Share with** followed by **Nobody**.

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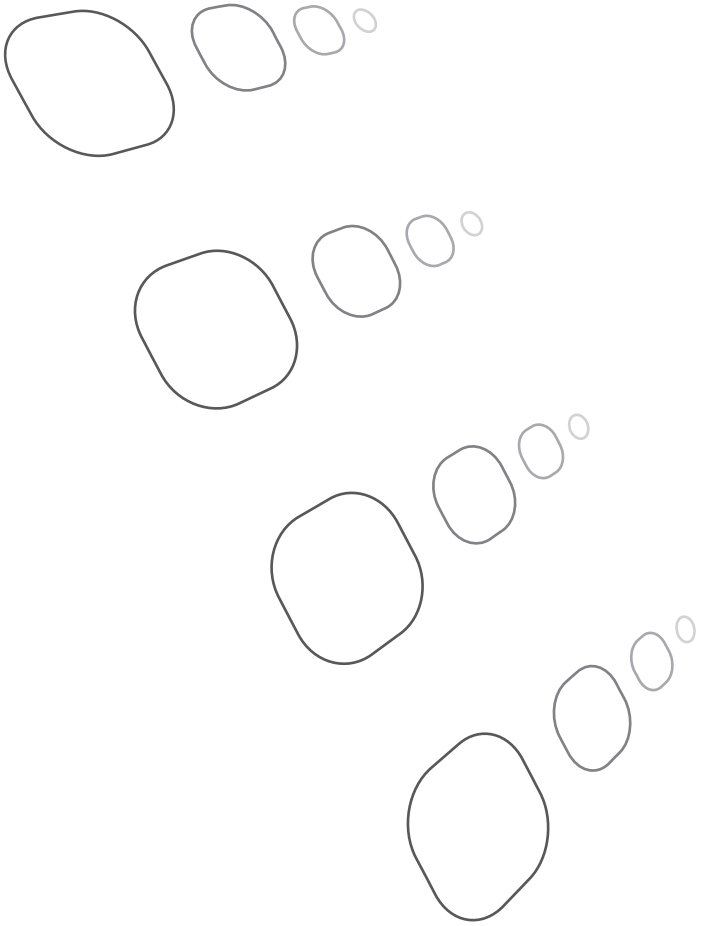

2

Settings

Quantel's *Settings* application allows all Quantel standalone and server connected platforms to be configured.

Some options described in this chapter may not be available or relevant to the platform you are using or its intended function.

Quantel Settings

The following options are usually set on installation by Quantel trained engineers with knowledge of Windows and networking. If in doubt, always contact Quantel 24 hour support before changing any setting.

Quantel's *Settings* application allows all Quantel standalone and server connected platforms to be configured. When installing new Quantel software on the platform, any existing settings will be kept.

The settings displayed depend on the platform and configuration you are using, so for example, options relevant to Pablo Neo are not available on a server connected sQ Cut.

Opening the Settings Window

In Windows, press **Start – All Programs – Quantel – [product and V#] –** then right-click on **Settings** and select '**Run as administrator**'. The scroll box at the top-left of the Settings window provides access to different menus. These are described in the following pages but note that specific settings may differ for different platform configurations.

If you do not run Settings as 'administrator', a message displays on each Settings window informing you that you only have read-only privileges.

Applying Settings

When you've changed settings in a particular menu, select **OK** or **Apply** to action the changes for that menu. Ensure you restart the Quantel software after you have completed all changes.

Note that only relevant software/hardware settings display on the platform you are using.

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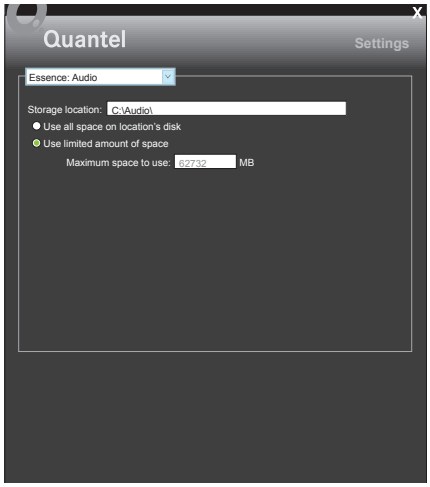
Essence Audio



This section can be used to determine the amount of PC-based local disk space that will be used to store audio.

Storage location defines where the audio data is stored. This is usually set to C:\Audio to use the system's dedicated audio disk/partition.

Use all space on location's disk option should be selected (only select **Use limited amount of space** and set a value when there is no dedicated partition).

Changing the audio settings will delete or corrupt an existing audio file.

Essence Cache

Whenever video is viewed in the Server Bin on a seat the browse images are cached (held on disk) locally by the seat. The seat's *Purge Cache* function can be used after each session to clear the cache - although if the cache is full, older essence will simply be replaced by newer essence.

The 'fast' part of the cache is the **Ram Cache** which can store a limited number of atoms. The **Size** value is dependent on the platform's available RAM, but is set to 500 atoms by default (recommended for platforms with 2GB or more of RAM).

This cache is cleared when the session ends or when *Purge Cache* is used.

The Essence Database part of the cache can store a larger number of atoms and three choices are available:

No Database is the default and disables disk caching so nothing is written to disk. **In-Memory (Temporary) Database** uses a fast RAM based database to index essence stored on disk. The disk stored essence is not retrievable after the session ends. **Disk (Persistent) Database** stores the database and essence on disk. The essence is retrievable after the session ends.

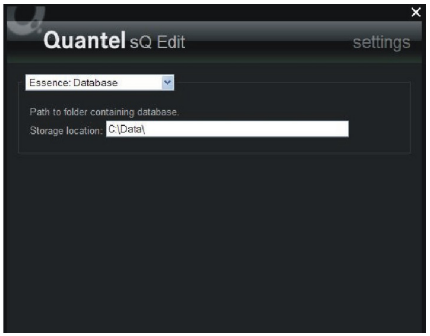
Database File is the file that holds the database and is only used if **Disk Database** is selected. The default location is C:\Data\Video\Essence.sq3.

Data File is the file that holds all the essence and is used if either **In-Memory** or **Disk Database** is selected. The default location is C:\Data\Video\Essence.bin.

Two options are available to specify the amount of disk cache used; this is dependent on the size of the allocated disk file. Using more disk cache allows more essence to be stored. Selecting **Use all of location's disk** uses all the disk's free space. Selecting **Use limited amount of space** limits the amount of disk space specified by the **Maximum space to use** parameter (the default is 100 MBytes).

Fragment Size determines the way space is allocated on the disk in protons – which is the smallest amount of storage required to store some Quantel essence. Setting a higher value here may result in space not being allocated efficiently, but may provide faster performance. It is recommended that the default of 1 proton is used.

Essence Database



Quantel software uses a 'poet' database on disk to hold all information about local clips physically stored on the platform. The **Storage location** field specifies the directory where it creates the 'base' and 'dict' folders which poet uses to store the information. The default storage location path is C:\Data\.

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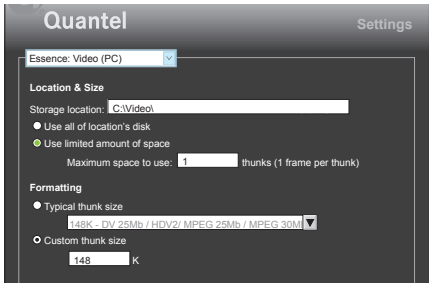
Essence Video (PC)



This section determines the amount of PC-based local disk space that will be used to store video.

Storage location defines where the video data is stored. This is usually set to C:\Data\Video to use the system's dedicated video disks/partitions.

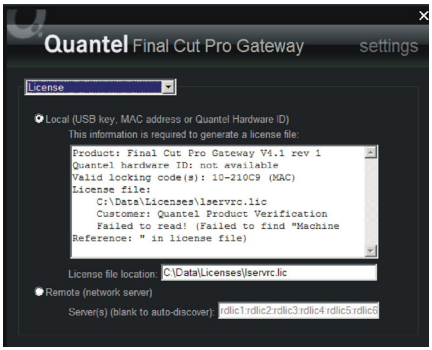
Use all of location's disk should be selected (only select **Use limited amount of space** when there are no dedicated partitions).

Maximum space to use defines the number of thunks (video frames) that are to be used on the non-partitioned disk and depends on the amount of space available.

Typical thunk size is usually set to the highest compression format the platform will be using; so if it is capable of browsing DV100, then this should be selected from the scroll box.

Custom thunk size is normally set to 148. This will create a small video file in the Quantel folder, but this will not actually be used (note that if the **Typical thunk size** option is selected, this is not applicable).

License

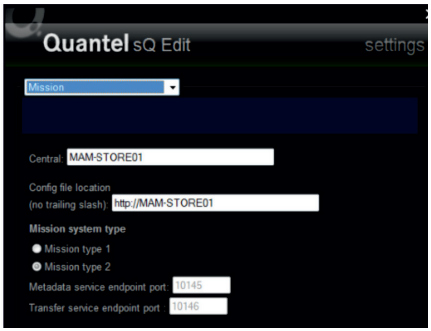


This section determines how the platform is licensed, the location of the license file and the device to which the license is locked.

The software license is available from the Quantel 24 Hour Helpdesk; contact details are in the front of this guide. Ensure that you have dragged and dropped the new licence (ie the lservrc.lic file) into C:\Data\Licenses on the PC. Check that the **License File Location** field is set to this location.

The radio buttons determine where the Quantel software searches for the physical licensing device (eg PCB mounted ibutton, a USB dongle or a network license server).

Mission



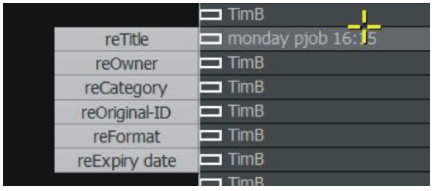
This section appears only on seats connected to Mission systems; these settings should only ever be changed by Quantel trained Engineers.

On new systems, ensure that MAM-STORE01 is entered in the **Central** field. The **Config file location** field (for Mission Tracker export options) should be set to http://MAM-STORE01.

Ensure that the correct system type (1 or 2) is selected under **Mission system type**.

The **Metadata service endpoint port** and **Transfer service endpoint port** refer to the port numbers that Tracker uses to connect to Mission.

Mission Tracker



This section appears on seats with Mission Tracker available. The **Allow editing of** tick boxes allow you to edit various metadata fields such as title, owner, category etc in the Mission Tracker window. Note that to be able to do this, you must first login as 'Quantel' not 'User' – see 'Logging in' previously in this guide for details.

The **multiple entries using side menu** box enables a column display on the side of the Tracker window.

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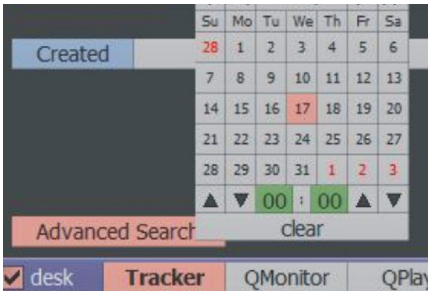
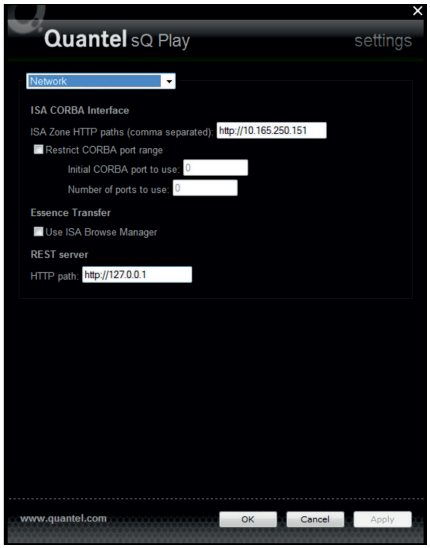


The **show time on search calendar** box displays a green time field in hh:mm on the calendar pop-up when *Advanced Search* is pressed in the Tracker window.

Network



This section is used to set-up a seat for connection to the sQ Server as part of a network-wide configuration.

The path to the ISA Manager must be entered in the **ISA Zone HTTP Paths** field.

Restrict CORBA port range allows specific ports to be used for seat to ISA Manager communications.

Use ISA Browse Manager configures the seat to obtain browse images from the browse cache instead of directly from the server.

For systems with the Server Bin Folders option, ensure that the ip address/host name of the Folder Server PC is set in the **REST Server – HTTP path** field; note that the ip by default ends in '8182' but can be changed as necessary.

Network Clipnet

This section is used on sQ seats to set packet sizes; these were previously set via the MTU registry setting (CQP Thunks).

The **Network Interface Adapter** drop-down box allows you to select the LAN adapter to be used for Clipnet essence transfer to and from the seat. If you have more than 1 adapter they will be listed here.

The *Use Any (default)* setting allows the system to choose which adapter to use if there is more than one available with an active network connection. Note that with multi-homed systems, Clipnet transfer may not work correctly if *Use Any (default)* is set, as the incorrect adapter may be chosen.

The **QCP Port Number (UDP)** setting (default 2530) is the UDP port number used for the Clipnet QCP protocol. This port is used by Clipnet for essence transfer (localise and publish). Change this only if necessary for firewall settings (note that this setting is read-only, but can be changed via the registry).

The **CQP Server Port Number (TCP)** setting (default 2531) is the TCP port number used to receive Clipnet CQP protocol commands. This port is used to setup the transfer of essence into the seat (ie localise). Change this only if necessary for firewall settings (note that this setting is read-only, but can be changed via the registry).

The **CQP Client Port Number (TCP)** setting (default 2532) is the TCP port number used to initiate Clipnet CQP protocol commands. This port is used to request transfer of essence from the seat (ie publish). Change this only is necessary for firewall settings (note that this setting is read-only, but can be changed via the registry).

The **Use standard packet size (1500 bytes)** setting enables a maximum of 1500 byte Ethernet packets. Use this if your system does not support jumbo frames.

The **Use jumbo packet size (9000 bytes)** setting enables a maximum of 9000 byte Ethernet packets. Use this if your system supports jumbo frames.

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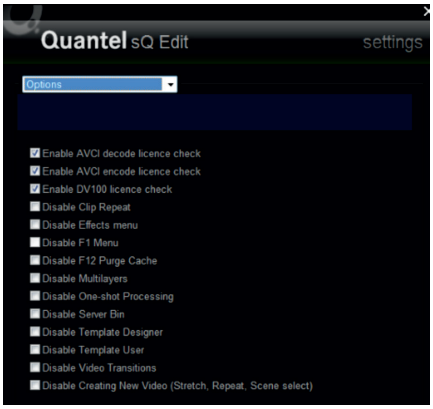
The **Use other packet size setting** allows a non-standard MTU to be used. Packet sizes above 9000 are not supported.

Important: The MTU (Maximum Transfer Unit) selection made from the options described previously must be correct for the system to function. Standard packet size should usually function, but if your system supports jumbo packet size this option should be selected for maximum performance and efficiency.

Options



This section allows major system functions to be disabled on server-connected seats where they are not required. Any function can be enabled again at any time by simply deselecting the tick box.

Enable AVCI decode license check allows the seat to use an HD decode license allocated by a license server.

Enable AVCI encode license check allows the seat to use an HD encode license allocated by a license server.

Enable DV100 license check allows the seat to use an HD encode/decode license allocated by a license server.

Disable Effects menu disables the Effects menu and hides it from the Application Bar.

Disable MLT FX menu disables the MLT FX menu within the Edit application.

Disable F1 Menu disables the <F1> Configuration Window (see next chapter).

Disable F12 Purge Cache disables the keyboard shortcut key <F12>, which purges the browse cache.

Disable Multilayers disables the *add video* (ie add new video track) box in the Edit application.

Disable One-shot Processing disables the <F8> menu in the Edit application.

Disable Server Bin disables the Server Bin and hides it from the Application Bar.

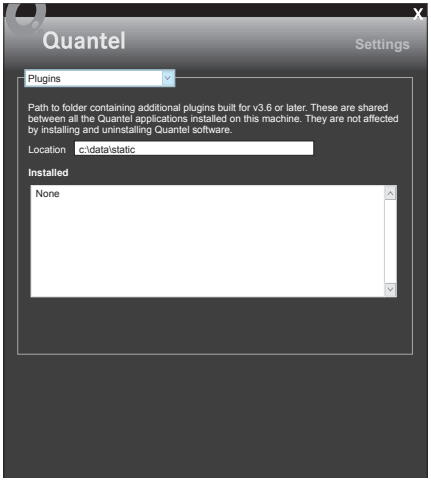
Disable Template Designer disables the <Ctrl>+<F10> menu in the Edit application.

Disable Template User disables the <F10> menu in the Edit application.

Disable Video Transitions disables the <F5> menu in the Edit application.

Disable Creating New Video... prevents the seat from creating any new material.

Plugins



This section determines the location of V# plugins and should be entered in the **Location** field.

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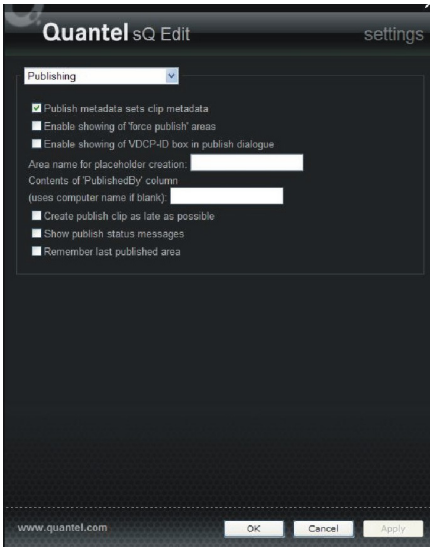
Publishing



This section controls what actions are taken when clips are published by a seat connected to a server.

Publish metadata sets clip metadata displays the last published clip title instead of the current timeline edit title on the seat.

Enable showing of 'force publish' areas forces the system to use the locally held HBR (high bit rate) material instead of material held by the server. If ticked, a *force* box appears next to the *area* box in the *Publish* pop-up to allow local material to be transferred to a specific server area.

Enable showing of VDCP-ID... is used by automators and a corresponding box is displayed on the *Publish* pop-up.

Area name for placeholder creation defines the area name for placeholder instructions.

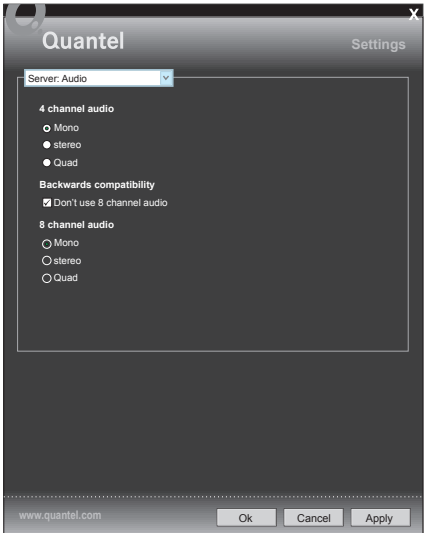
Within the ISA database the 'PublishedBy' field records the owner of the published clip. The **Contents of PublishedBy column** field allows the owner name to be defined on each seat. The computer name of the seat is used by default.

If **Create publish clip as late as possible** is ticked, a published clip will not be available to other seats until the audio channels have been mixed down and sent to the server.

Show publish status messages enables standard orange pop-up messages for the current publish, eg 'publish started' which appear on the bottom right of the GUI. This is a useful check for complicated edits that may take time to prepare for publishing.

Remember last published area is used by automators and displays the area last used in the seat's *Publish* pop-up.

Server Audio



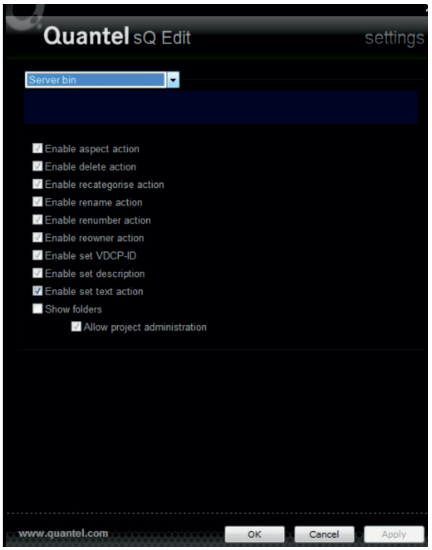
This section determines how the seat uses 8 channel audio if it is available on the server.

Each seat can be set to work in either 4 channel or 8 channel mode by setting the options here.

If **Don't use 8 channel audio** is enabled, the seat will only access 4 channel audio from the server. If this setting is disabled, the seat can access both 4 and 8 channel audio.

Mono, Stereo and **Quad** determine how the seat displays the server audio channels on the timeline.

Server Bin



This section determines the menu boxes that appear in the Server Bin on each seat.

Enable aspect action displays the *source aspect* menu.

Enable delete action displays the *delete* menu.

Enable recategorise action displays the *recategorise* menu.

Enable rename action displays the *rename* menu.

Enable renumber action displays the *renumber* menu.

Enable reowner action displays the *reowner* menu.

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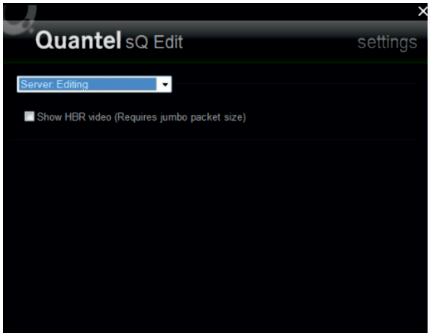
Enable set VDCP-ID displays a corresponding column in the Server Bin.

Enable set description displays a corresponding column in the Server Bin enabling the user to change this specific metadata on the clip.

Enable set text action displays displays a corresponding column in the Server Bin enabling the user to change this specific metadata on the clip.

For QTube Edit seats, **Use REST Search** should be selected. For ordinary seats requiring folder view instead of flat view in the Server Bin, **Use REST Search** and **Show folders** should both be selected, whereas if the seat is not using folders, deselect them both. **Allow project administration** is only applicable if **Show folders** is selected (it is greyed-out otherwise). When selected, this allows the seat to create, delete and rename folders as required.

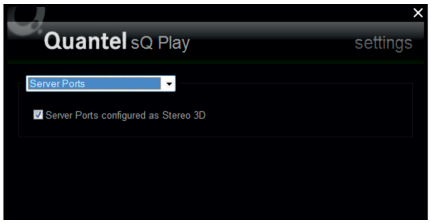
Server Editing



The setting described below should only be selected as part of a network-wide configuration.

Show HBR Video... allows the server-connected seat to browse High Bit Rate video instead of Low Bit Rate video. Note that if the seat is not connected to a Gigabit Ethernet and using an appropriately specified PC there may be performance problems.

Server Ports



This section affects how clips for play-out are loaded.

If stereo media is to be played-out using sQ Play, you must tick the **Server Ports configured as Stereo 3D** box. When you now assign stereo server ports from the <F1> Window's *Server Playout* menu, you only need to select the left eye port, eg if ports 0 and 1 are ganged (paired), you only need to select '*0*' from the menu.

Server Preconfigured Settings

This section is used to determine whether the user of each seat has access to the aspect ratio controls. All server connected software seats can set the aspect ratio (4:3, 16:9 or HD) of the material that they publish back to the server.

If the **Preset aspect settings** box is enabled, the aspect ratio is determined by the selected button (4:3, 16:9 or HD).

If this box is disabled, the aspect ratio is determined by the selected menu box (4:3, 16:9 or HD) on the Application Bar.

Alphabetically sorted displays the Area Names alphabetically in the Server Bin's blue scroll box.

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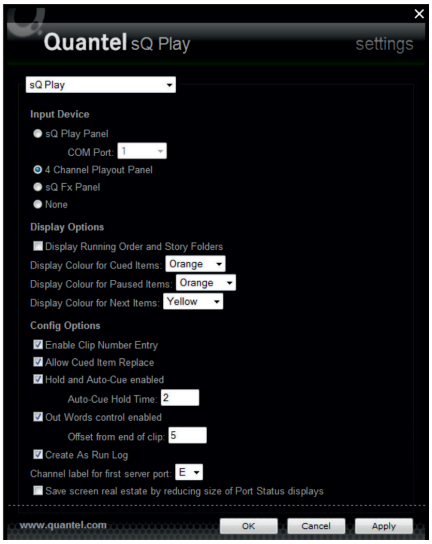
sQ Play



This section is available on sQ Play seats.

You can set either the **sQ Play Panel** (2 channel), **4 Channel Playout Panel** or **sQ Fx Panel** as the input device. If there is no control panel, select **None**.

For the sQ Play Panel, select the **COM Port** number of the serial port on the PC (the port which connects to the panel; the number is usually printed on the back of the PC next to the connector). Note that the COM Port setting is not applicable to the 4 Channel Playout Panel which is USB.

If you tick the **Display Running Order and Story Folders** box, one Running Order folder and one Story folder are inserted at the top of the empty Playlist automatically when a clip is inserted. Story folders can then be added as required from within the QPlay application. If you leave this box empty, no folders are displayed when a clip is inserted into the empty playlist. Folder set-up is saved with the Playlist. Note that folder functionality is fully utilised only when sQ Play is set-up as part of a MOS newsroom system.

Display Colour for Cued/Paused/Next items allows you to change sQ Play's default clip status text and background display colours from the three drop-down lists. You can select orange or yellow for cued/paused items and yellow or grey for next take items.

If you tick the **Enable Clip Number Entry** box, you can insert a clip from a bin in QPlay by entering the clip number on the keyboard and pressing <Return>. The clip number should appear in the blue box in the bottom-right corner of the QPlay Window.

If you tick the **Allow Cued Item Replace** box, you can drag and drop a clip from a bin directly into the 'Cued' Window in the QPlay Playlist. If this box is left empty, any clip you try and drop into the Cued Window will instead by placed into the 'Next' Window (ie next clip to be cued).

Hold and Auto-cue enabled allows the current clip that has finished playing to have its last frame held for the number of seconds specified in the **Auto-cue Hold time** field. Then the first frame of the next clip is automatically cued on the same channel.

If **Out Words control enabled** is selected, each channel's play-out control in the GUI displays an *Out Words* button. Pressing this jumps to a point near the end of the clip where it then plays from (until the end of the clip). The offset from the end can be specified in seconds in the **Offset from end of clip** field.

Create as Run Log creates an 'As Run log' in the C:\Data\Logs\AsRun folder. This log contains a time-ordered list of play-out actions sent to sQ Play and the details of the resulting server timeline status changes.

Previously, all channels in each playlist window were labelled A-D. Now the first channel's label in the first playlist window is the letter set in the **Channel label for first server port** field. Subsequent channels are allocated the next letter in the alphabet.

Selecting **Save screen real estate** reduces the height of the port status displays, therefore increasing the amount of space available for entries in the playlist window.

See 'Creating a Playlist – Running Orders and Stories' in the sQ Play User Guide for more details.

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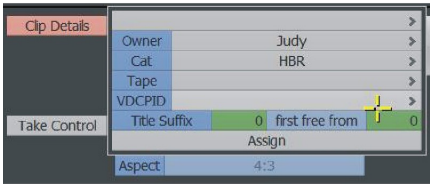
sQ Record

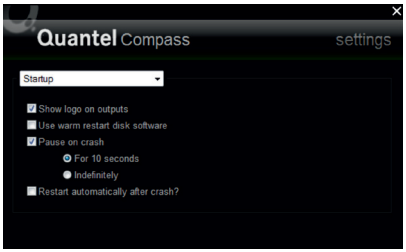
This section is available on sQ Record seats.

If **Enable showing of VDCP-ID box in clip details dialogue** is ticked, the QRecord window displays a *VDCP-ID* field in the Clip Details pop-up (see screen shot below).



This field allows automators to track files through the system.

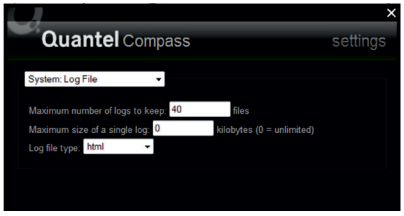
Startup



This section determines what happens at software start-up or restart. Tick the appropriate options as required.

On Gene Pool systems, **Use warm restart software** enables you to reboot without restarting the disk interface card (this has no effect on stations not connected to a Gene Pool).

System Log file



This section allows you to specify the number and size of Quantel logs generated. **Log file type** allows you to choose whether the log is stored as html or text.

User Interface Font

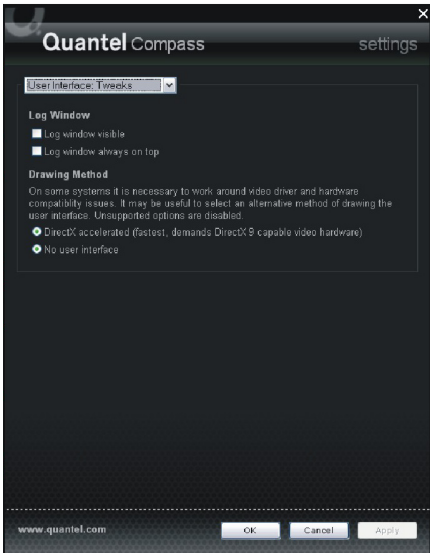
This section allows 3 settings to be applied to the text used in the GUI menus.

The **Style** buttons allow a choice of either the standard Quantel font or the current Windows system font.

The scroll box in the **Smoothing** section allows the edges of the font characters to be softened to suit user preference.

The scroll box in the **Scale** area allows the size of the font to be adjusted to suit the resolution and size of the screen.

User Interface Tweaks



This section affects the GUI display.

Logs are displayed when the Quantel kernel is launched. Under **Log Window**, you can select whether the start-up log window is visible and whether it always appears on the top 'layer' on the GUI display.

On seats and standalone platforms, **DirectX accelerated** should be selected under **Drawing Method** (a black screen may indicate that this has not been selected).

No user interface is usually left de-selected; it is only selected on specific 1U PC configurations.

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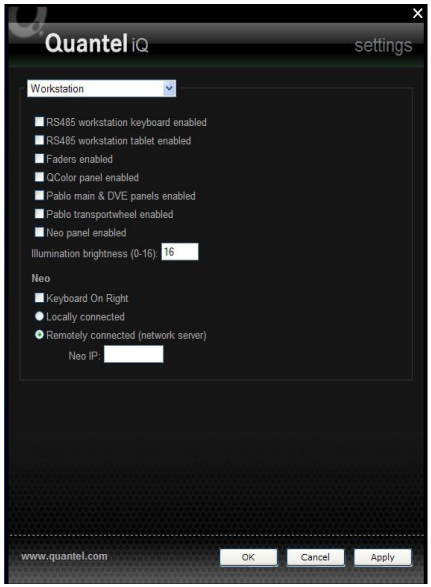
Workstation



This section enables various control interfaces connected to a Quantel platform.

Select all the workstation components that are connected using the tick box for each component.

On Pablo Neo systems, ensure that the **Neo panel enabled** box is ticked and the **Remotely connected (network server)** box is ticked then enter the IP address of the Neo Server PC in the **Neo IP** box. If you have set-up the Neo panel with the keyboard plate on the right (ie not the default), tick the **Keyboard on Right** box, otherwise leave it blank.

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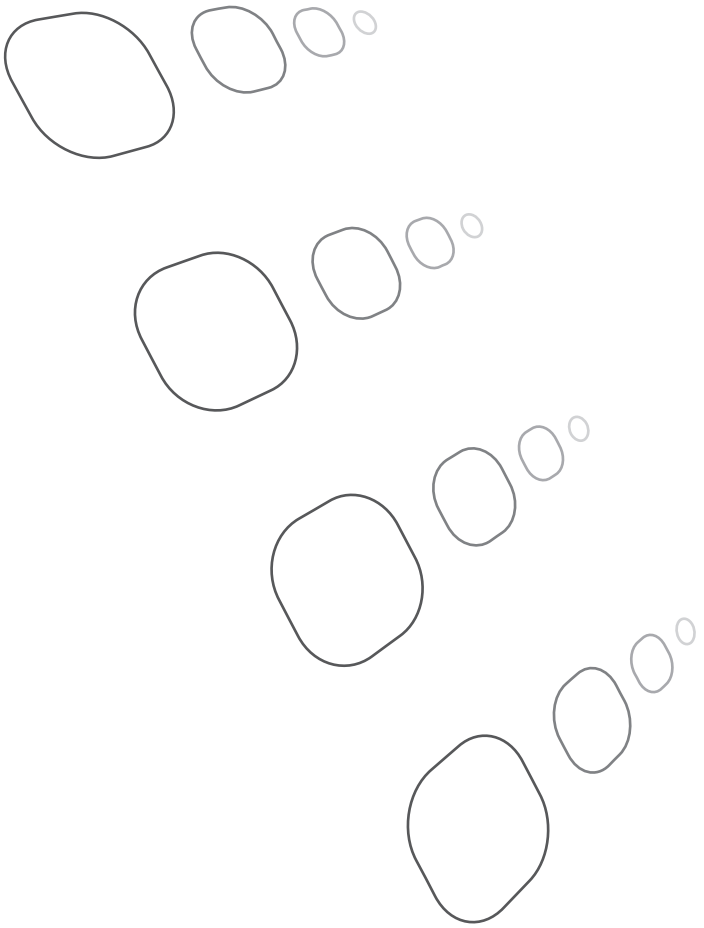


3 Configuration

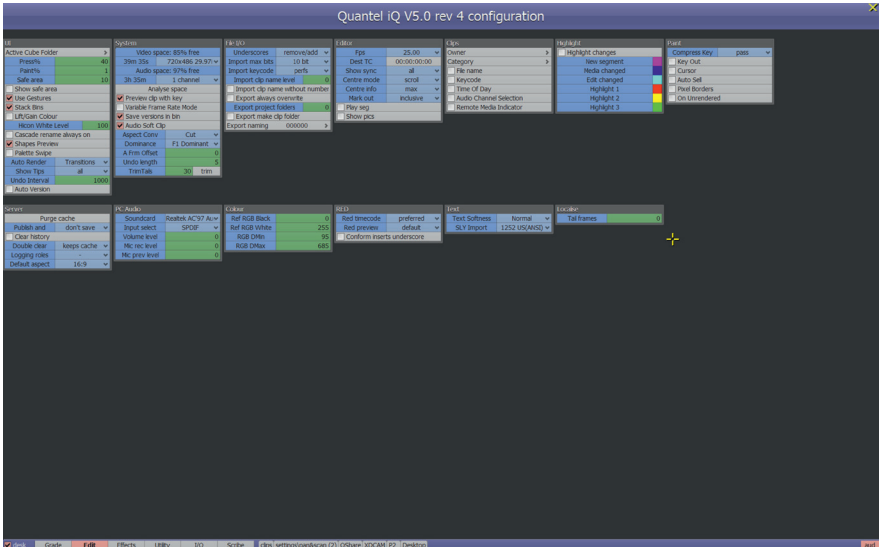
Quantel's Configuration Window allows each Quantel platform to be configured to match the platform's role and workflow requirements.

Configuration Window (<F1>)

Opening the Configuration Window

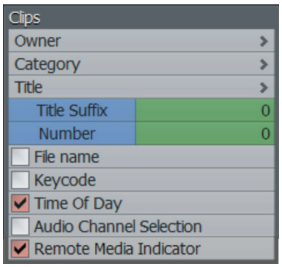
After the Quantel kernel has been started, pressing the <F1> key toggles the Configuration Window on or off. You can also press the *X* in the top right-corner to close it.

This window is divided into various menus containing system and user options.



Note that the menus and options available depend on the platform and configuration being used.

Clips Menu



The *Clips* menu is used to set the metadata that will be applied to all material created by the system.

The ***Owner*** text field can be used to identify either the person who saved the clip or the job it is part of.

The ***Category*** text field can be used to provide a

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default category in which clips are saved in the library.

A default ***Title, Title Suffix*** and ***Number*** can be set-up so that if an sQ Record clip is recorded and saved in the system's library without any specific clip details, the defaults previously set-up in the Clips menu will be applied. These defaults are displayed in the QRecord Window when you press the ***Clip Details*** box. The ***Number*** field enables a default clip number to be assigned to a clip if the clip has no number set-up in QRecord. For example, if you enter the number 580 in this field, every subsequent clip recorded (with no assigned number in QRecord) will use the first free number after, and including, the number 580. Note that if you enter 0 in this field, it will disable this function.

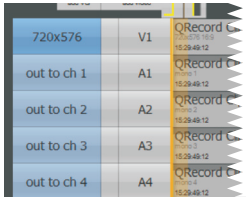
The file name and path can be displayed on the timeline for any file based material by selecting the ***File name*** tick box.

The ***Keycode*** box allows any keycode associated with the clip to be displayed. This shows the following information processed by the system:

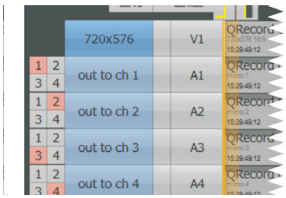
> Any keycode information imported with Cineon or DPX files is visible in the Clips Bin and in the Edit Window. When the keycode is obtained from a video source it has a letter to designate where in the 3:2 pull down sequence the first frame of the clip occurs. A *keycode* column is available under the *more* menu of the Clips Bin.

The ***Time Of Day*** box when selected, will allow the time of day timecode to be displayed. The time of day timecode can be selected in the Edit Window and on Floating Clips by toggling through the choices above the timecode displayed.

Audio Channel Selection **OFF**



Audio Channel Selection **ON**

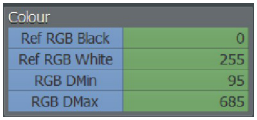


The Audio channel selection boxes can be displayed on the Edit timeline if required. The ***Audio Channel Selection*** box must be ticked in the *Clips* menu before these boxes can be displayed by swiping to the right of the video/audio track boxes on the timeline (see image).

With this box not ticked, swiping to the right will not unintentionally display the selection boxes.

The **Remote Media Indicator** box enables the display of a yellow bar on the Edit or MLT FX timeline, which indicates where a segment uses remote media. This includes soft-mounted R3D, DPX, P2 and XDCAM media.

Colour Menu



The *Colour* menu is used to set the default RGB and luminance ranges for colour correction on seats that have the Effects option.

The ***Ref RGB Black*** and ***Ref RGB White*** values can be used to adjust RGB black and white values away from their default values to preserve over-range data or where a particular colour gamut is to be used on material generated within the system or that is to be output from it.

The ***RGB DMin*** and ***RGB DMax*** values can be used when converting YUV (YCbCr) material to RGB to keep any over-range material that may be outside the normal video levels. For example if values of 16 and 235 are selected (normal 8 bit video range) then the resultant RGB luminance value will match this and allow over-range information to be passed un-clipped. Note that for 10 bit material these values are automatically scaled-up to their corresponding 10-bit values.

All matrix operations within the system are affected by the RGB Black and RGB White settings. A potential problem with changing these setttings from their default is that the system will combine clips from different sources (with different settings) and produce incorrect black and white levels in the resultant clips. Therefore care should be taken when bringing material into the system.

The I/O application's *Import* menu has it's own black and white boxes because these are often set in a DPX header. When imported, files without header information use the RGB Black and RGB White levels defined in the Configuration Window. For RGB dual-link recording, there is no information on the cable, so the Configuration Window settings are used. Similarly, the RGB dual-link outputs use these settings.

The Effects application uses the background layer to set the black and white levels for the process, so that the palette for example, will make black and white the correct values for the background layer. Other applications make similar corrections.

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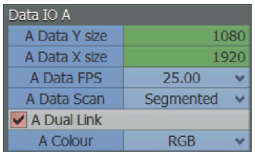
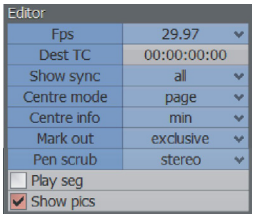
Data IO A/B Menu



The *Data IO A* and *B* menus are used to set resolution, frame rate, colour space etc on timeline material to affect how it is previewed (played-out to the monitor).

This menu appears only on some legacy systems (ie NOT new Quantel platforms which have preview/playout controls on the right of the Application Bar – see 'Output Settings' at the end of this chapter).

Editor Menu



The *Editor* menu is used to set-up the frame rate of the video used during clip assembly to determine how clips should be played. These settings should be set to match the video standard of the server.

The value in the blue scroll box to the right of the ***Fps*** box allows video clips to be treated as 24, 25 or 30 frames per second during editing with drop frame if required.

The timecode box to the right of ***Dest TC*** defines the default destination timecode to be used on the Edit timeline when *clear* is pressed twice. This value appears in the hidden menu on the left of the timeline.

The scroll box to the right of ***Show sync*** is used to show or hide the video/audio sync loss indicators on the Edit timeline. The *all* selection will provide a full display of warnings. The *simple* selection will display only green/red lines under the clip segment that has lost video/audio sync. The *off* selection turns off the warnings.

The grey box above the zoom control at the bottom right of the Edit timeline provides a Centre Play control which improves workstation playback by fixing the timeline cursor in the horizontal centre of the screen so that when the clips on the timeline are played back the timeline cursor stays in the middle and the timeline moves past it to the left. The ***Centre mode*** scroll box can be set to either *scroll* (default) or *page* which only updates the timeline when the cursor reaches the right-hand side of the timeline.

You can set the ***Centre info*** scroll box to *max* (default) or *min* which minimises the amount of information being displayed on the timeline. When you exit the <F1> window and return to the timeline and press the Centre Play control, the Centre info/mode selections will be applied whenever you start playback.

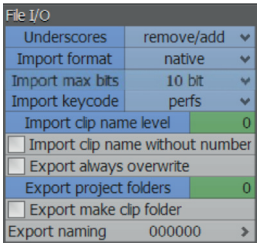
The ***Mark out*** scroll box allows you to either include (select *inclusive*) or exclude (select *exclusive*) the current frame when marking an out point on the Edit or Effects timeline. The exclusive mode mimics the behaviour of traditional tape editing where the out point is not included in the selection, but forms the start of the next selection.

The ***Pen scrub*** scroll box controls how a stereo 3D clip is sent to the outputs during pen scrub/spooling on Pablo Neo Stereo 3D systems. With *stereo* selected, both outputs display VL and VR, providing stereo output while spooling/scrubbing. To prevent eye fatigue, you can select *monocular* instead. In this mode the track being scrubbed (ie the one touched with the pen) is sent to both outputs.

The ***Play seg*** box allows the process of playing only a marked segment to be toggled on or off.

When ***Show pics*** is enabled, thumbnails are displayed on the timeline.

File I/O Menu



The ***File I/O*** menu provides file import and export options when using the I/O application.

The ***Underscores*** box controls how file names are treated during import and export. If *remove/add* is selected, any underscores in the file names will be replaced on import with spaces and any spaces in the files will be replaced with underscores on export. If *ignore* is selected, underscores will not be replaced in the file names either on import or export.

The ***Import format*** box controls the format in which imported (or localised) video is stored. This is only visible on systems that may not be able to play RGB video. If *native* is selected, imported files are saved in their native format. If *yuv* is selected, imported files are converted to YUV colour space (this box also

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appears on Compass for importing video either using the native compression format–if any–or transcoding it to the output format).

The ***Import max bits*** scroll box controls the maximum number of bits to be used to store imported video clips. This is only visible on systems with Quantel hardware. The options are *10 bit* or *16 bit* (if the hardware supports it).

The ***Import keycode*** box controls whether keycode within imported files is interpreted to represent *frames* or *perfs.* It is always stored and displayed in frames within the system.

If the ***Import clip name level*** box is set to *0* and a file is dropped into the *import* menu or onto the desktop, the clip name is set to the file name without the file extension (if the file does not contain its own name). If set to *n* (where n > 0), the clip name is set to the name of the directory n levels above the file.

When the ***Import clip name without number*** box is ticked, the number at the end of the file/directory name is removed, together with spaces, hyphens and underscores that precede it.

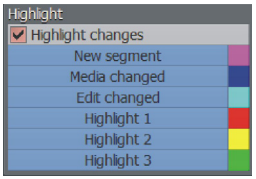
When ***Export always overwrite*** is ticked, exporting a file of any type overwrites an existing file of the same name. This affects CIN, DPX, TIF and VPB files. Other file types always overwrite anyway. Note that an archive process never overwrites.

The ***Export project folders*** numeric box allows you to specify the number of Clips Bin project folders that you want to include in the export path. If set to 0, it behaves as before. If set to 1, it includes the folder containing the clip in the export path. If set to 2, it also includes the folder above that, etc. Note that if you change this <F1> setting, you must drop the clips into the *I/O – Export* menu again if you want the path to use the new value.

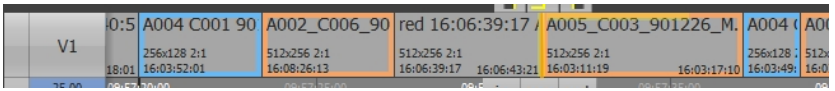
If the ***Export make clip folder*** box is ticked and a clip is then dropped into the *export* menu, the export directory is set to the path of the previously selected item but with the clip name as the lowest level directory. Therefore the export path can consist of *export directory\selected folders\clip name\file name.*

The ***Export naming*** value allows a name and incrementing number sequence to be appended to the filename of files being exported. The number that is entered here defines the starting value for the exported frame sequence. If the file name already includes a number then this increments from this number. If however, a dot (.) is entered then the existing file number will be unaffected, but the number to the right of the dot will increment.

Highlight Menu



If a Reference Clip is selected in the I/O application's *Conform* menu, the new version of the conformed clip can be set-up to have highlighted segments on the timeline which indicate the differences from the Reference Clip. Tick ***Highlight changes*** to see the highlighted timeline segments.



Changes are detected using file name, offset, tape name, timecode and film keycode information (changes in timeline position are ignored).

From this menu, you can also select ***Highlight 1, 2*** or ***3*** to choose custom highlights on the changed segments.

New segment highlights a segment that has no overlap with any segment in the Reference Clip. ***Media changed*** highlights a segment that has an overlap with a segment in the Reference Clip but is using a different rush. For example rotoscoped/dustbusted rushes located in a separate clips folder can be used as a 'Reference Project' in conjunction with the Reference Clip. The conform process uses the Reference Project media before the Reference Clip media and the 'changed' media is highlighted in the new edit. ***Edit changed*** highlights a segment that has an overlap with a segment in the Reference Clip but has been trimmed.

All 6 highlights can be added manually to segments by moving to the timeline, pressing <Alt> + clicking (or right clicking) to display the highlight pop-up. Select the required segment(s) and assign or delete a highlight.

See 'Using a Conformed Reference Clip' in the Editing User Guide for more details.

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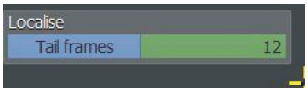
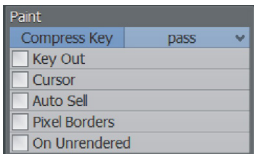
Localise Menu



In the *Localise* menu, you can enter a localise tail length value in the green ***Tail frames*** box. This value is then referenced when localising media using the 3 standard methods, ie via a Floating Clip, the timeline, or the Clips Bin.

Paint Menu



The *Paint* menu is used to set personal preferences for painting on platforms with the Effects application.

The blue scroll box to the right of the ***Compress Key*** box determines the key video levels. When *compress* is selected the key output is 16 – 235 to match the video. When *pass* is selected the key output is 0 – 255.

The ***Key Out*** box controls the output of the stencil as a key when working in the Effects *Paint* menu. When the *Key Out* box is selected the second video output (output B) will display a static key representing the stencil used within the Effects *Paint* menu. This static key will show the current stencil being used (not any key channel associated with the video).

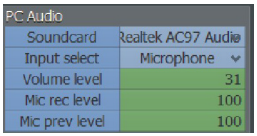
The ***Cursor*** box controls whether the cursor is displayed while painting in the Effects *Paint* menu.

The ***Auto Sell*** box controls whether a sell operation is performed automatically when the next frame is selected when using the Effects *Paint* menu to retouch a clip frame by frame.

The ***Pixel Borders*** box enables zoom to be used with a high magnification on the edges of the actual image pixels which will then be indicated by black lines.

The ***On Unrendered*** box when using QColour or Pablo, allows painting on the native original clip or the clip with its history, ie any colour correction.

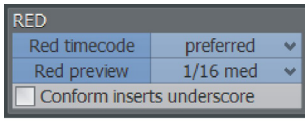
PC Audio Menu



The *PC Audio* menu is used to set-up the sound blaster card for voice-over and FX loop purposes.

For voice-over, a microphone must be connected to the Mic-In input and *Microphone* should be selected from the blue ***Input select*** scroll box. Set the ***Volume level*** and check that the ***Mic rec level*** (record) and ***Mic prev level*** are set to 100.

RED Menu

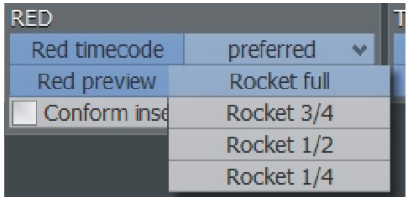


The RED camera records 2 different timecodes: 'absolute' (time of day) and 'edge' (starts from a fixed point for each magazine, eg 10:00:00:00). The ***Red timecode*** box should normally be set to *preferred.* This uses whatever was flagged at the time of shooting, but you can also select *absolute* or *edge* to override this if the incorrect code is being found in the files.

The ***Red preview*** scroll box (for playback preview only) controls playback performance by determining quality versus playability.

This menu does not affect how the media will be decoded when localised.

WITH RED Rocket Card:



With a RED Rocket card installed, this menu references the sizes based on the current output settings (set from the blue output format box on the bottom-right of the Application Bar) on the workstation.

For example, with the output set to 1920x1080 and *Rocket full* selected in the <F1> menu, the preview images will be full HD images. If *Rocket 1/2* is selected, the preview image size is 960x540.

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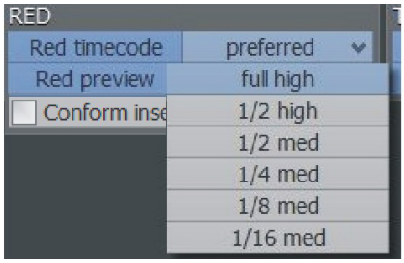
These are the image sizes that the RED Rocket card sends to the Quantel platform and are for preview playback only. They do not affect and are not affected by the I/O application's *Decode mode* resolution/sizing settings.

WITHOUT RED Rocket Card:



With no RED Rocket card installed, RED media can still be soft-mounted and played back in real-time, but at a lower preview resolution.

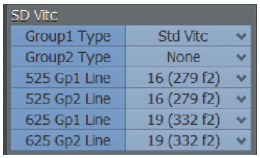
The ***Red preview*** setting sets the maximum decode resolution of the RED media that will be used for preview.

For example, for 4096x2048 media with the decode mode set to half res (2048x1024), the <F1> preview set to *1/4 res* and the output size (from the blue box on the bottom-right of the Application Bar) set to HD (1920x1080), the media is previewed at quarter res (1024x512). If the <F1> preview is then set to *full high*, the media is actually previewed at half res (2048x1024), as the preview res is scaled down to match the output size.

There is also a ***Conform inserts underscore*** tick box in the RED menu. Various camera types name their files using the format AxxxCxxx or Axxx_Cxxx. RED file names contain 16 characters whereas EDLs are typically limited to 8 character tape names. Some systems force the RED file name into the EDL tape name by removing the last 7 characters and remaining underscore (eg the RED file A001_C001_1234XY becomes A001C001).

To conform an EDL like this, the underscore in the middle of A001C001 needs to be re-inserted. The *Conform inserts underscore* tick box allows you to set this manually (in previous software versions, underscores were inserted automatically).

SD Vitc Menu



This menu is used to set-up the lines on which timecode is output from the system.

The ***Group 1 Type*** and ***Group 2 Type*** scroll boxes are used to select the type of timecode to be used. The *Std Vitc* option allows standard VITC to be applied to the first timecode line. The *none* option will disable VITC on the first timecode line. The *3-Line Vitc* option allows the system to pass through to the output any input VITC conforming to SMPTE Recommended Practice RP 201-1999 (Encoding Film Transfer Information Using Vertical Interval Time Code).

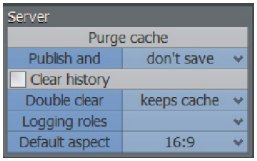
The ***525 GP1 Line*** scroll box is used to set the first timecode line to a specific line when the system output is set to 525 line operation.

The ***525 GP2 Line*** scroll box is used to set the second timecode line to a specific line when the system output is set to 525 line operation.

The ***625 GP1 Line*** scroll box is used to set the first timecode line to a specific line when the system output is set to 625 line operation.

The ***625 GP2 Line*** scroll box is used to set the second timecode line to a specific line when the system output is set to 625 line operation.

Server Menu



The *Server* menu is used to control how material is viewed by the seat and how material is published back to the server.

During browsing and in-server editing, images are temporarily held on the seat's local disk consuming storage space. When a shot from the Server Bin is saved in the Clips Bin the corresponding frames in the cache are protected if the cache is purged. The ***Purge cache*** function should be used regularly to remove unneeded data from the local disk. If any clip in the Clips Bin still requires any data held in the local cache this function will not affect it.

Deleting clips or edits with green icons from the Clips Bin will unlock any cached high bit rate material that they contain. The space taken by this cached material will not however, be re-useable until after the *Purge Cache* function has been selected.

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Always ensure that all material required for future use has been published before using the *Purge Cache* function as all locally cached material will be lost.

The ***Publish and*** scroll box determines whether the clip is saved at the same time as it is published. If *save* is selected the clip will be saved in the library at the same time as the clip is published. If *don't save* is selected the clip will not be saved in the library.

The ***Clear history*** tick box determines if a clip is published with history. When ticked, only the rendered result (or un-rendered background layer) is published to the server without any MLT FX and Effects application layers or settings. This setting must be used if any layer has video or graphic objects of a different format to the server. If the box is left unticked, the rendered result (or un-rendered background layer) is published to the server with any video layers and settings from MLT FX or the Effects application. Note that only layers of the same format as the server can be published with the box unticked.

The ***Double clear*** scroll box determines if the cache is purged when the timeline *clear* function is pressed twice.

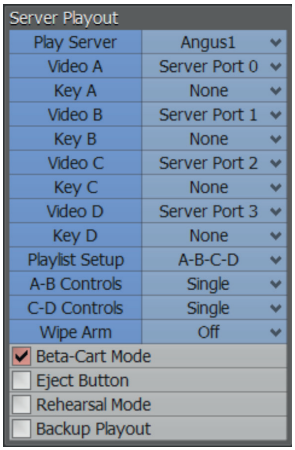
The ***Logging roles*** scroll box displays the types of event marked by the clip logger. These choices are set-up in the ISA Manager application on the ISA PC.

The *16x9* and *4x3* boxes to the right of the ***Default aspect*** box are used to mark clips that do not have a Pixel Aspect Flag, with an appropriate aspect ratio when they are viewed by the seat.

Note that the Pixel Aspect Flag is applied to material as it is ingested on a server port. Material ingested with earlier versions of server and seat software will not have the Pixel Aspect Flag set.

Note that items described in this section may appear in different menus in the <F1> Configuration Window depending on system set-up and options installed. There may be extra options on the seat you are using.

Server Playout Menu (sQ Play only)



sQ Play systems can control up to 8 sQ Server ports for playing-out on (4 for video clip items and 4 for key clip items). This set-up is used by the QPlay application and the 4 Channel Playout Panel (which controls ports A, B, C and D), and the sQ Play Panel (which controls A and B).

The *Server Playout* menu on the sQ Play seat is provided for assigning and controlling the sQ Server ports in order to play-out material. Ports can be assigned either before or after a Playlist has been created in offline mode.

An operational play-out server should be chosen from the scroll box to the right of ***Play Server***.

Four standard Playlists can be played-out simultaneously on a maximum of four server ports, by setting each scroll box to the right of ***Video A, B, C*** and ***D***. If these Playlists require keys, up to four more server ports can be assigned by setting the scroll boxes to the right of ***Key A, B, C*** and ***D***. For example, if server port 0 is required to play-out channel A, then the *Video A* scroll box should be set to *Server Port 0*. If a key is required for *Video A*, the *key A* box can then have another server port assigned which will play-out with video A when taken to-air.

Note that any video clip or still can be used as a key, but only its luminance component will be used to create the key on the vision mixer. After you have set each scroll box, the letters A-D will then be displayed in the QPlay application when playing-out. If no server ports are required for a particular video or key item, the scroll box should be set to *None*.

If stereo media is to be played-out using sQ Play, you must tick the 'Server Ports configured as Stereo 3D' box in the Quantel 'Settings – Server Ports' window (this is described in chapter 2). When you now assign stereo server ports from the *Server Playout* menu, you only need to select the left eye port, eg if ports 0 and 1 are ganged (paired), you only need to select '*0*' from the menu.

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A Playlist should be offline before changing configuration in the *Server Playout* menu. 'Offline' should only be selected when the Playlist is not on-air.

The ***Playlist Set-up*** scroll box is used to control how your playlists display (these options are shown in the following diagram). This affects how many Playlist Windows and associated Play Controls (*Cue*, *Take*, *Stop* keys) are displayed when taken online using the QPlay application and how items are played-out.

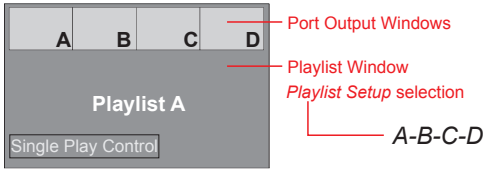
You can choose from a number of formats which use the following separators:

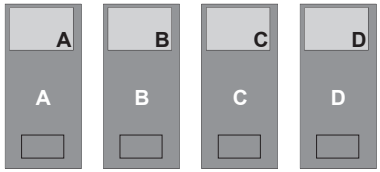
– a '**–**' separator will display one Playlist controlling up to 4 ports

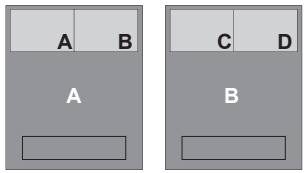
, a '**,**' separator will display up to 4 individual port Playlists

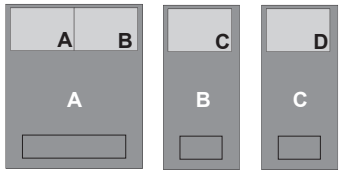
x an '**x**' separator is used for Crossfade mode only. For Crossfade to work over 2 ports, always ensure that the ports are next to each other. Crossfade mode is only available with the appropriate hardware installed on the server.

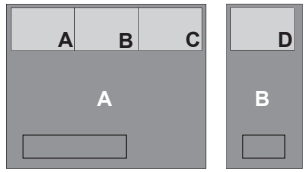
<F1> *Playlist Setup* menu options can be used to change the Playlist display as follows:











AxB,CxD *the 'x' separator is used*
AxB,C-D *for Crossfade mode*
AxB,C,D *only, but follows the same format as the above examples.*

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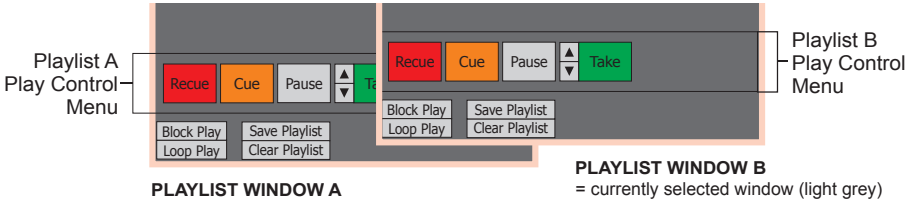
The ***A-B*** and ***C-D Controls*** can be set to either *Single* or *Multiple*:

With *Single* selected, only one Play Control per Playlist will be displayed for ports A-B or C-D regardless of how many ports are assigned. With multiple ports, a single Playlist and a single Play Control set-up, ports are automatically alternated through each clip in the Playlist and displayed on the right of each clip's Title Bar. For example, with two ports (video A and B) assigned, the Playlist Window will display A, B, A, B, A, B etc reading down the list. Within the QPlay Window ports can be changed by pressing on the port's blue box to the right of the clip's Title Bar and scrolling to a different letter.

With *Multiple* selected, a Play Control menu will be displayed for each assigned port allowing each clip item in the Playlist to be played-out on the port when its *Take* key is pressed.



The ***Wipe Arm*** scroll box sets up the Control Arm situated on the right of the sQ Play Panel. This arm is used solely for changing slow motion speed of material playing on the 2 playout ports which can be controlled by the sQ Play Panel. If speed change is not required, the scroll box should be set to *Off*:

The *Channel 1* box enables the Control Arm to affect the playout speed of material taken to output A using [TAKE A].

The *Channel 2* box enables the Control Arm to affect the playout speed of material taken to output B using [TAKE B].

The *Channels 1&2* box enables the Control Arm to affect the playout speed of material taken to output A using [TAKE A] and material taken to output B using [TAKE B].

In ***Beta-Cart Mode*****,** all playlist items have a pre-allocated channel. Items are not scrolled from the top of the list after playing, so back-up and drop buttons are not in the GUI in this mode and items can be played out of sequence. Playlists can still be configured with multiple or single play controls:

> In Beta-Cart mode with multiple controls, there is a set of GUI play controls for each play channel assigned.
>
> In Beta-Cart mode with a single set of GUI play controls, these controls use the item currently selected in the list to determine which playout channel is being actioned, hardware controls will function on the channel associated with the hardware button selected, as for the multiple control set-up.

As well as normal sQ Play mode, there is also 'eject mode' making it necessary for you to eject each clip from the port before a new clip is cued. To enable this mode, tick ***Eject Button***.

When you have selected your required ports, a blue *Eject* Button appears on each Playlist which corresponds with the [EJECT] Buttons on the 4 Channel Playout Panel (note this is not currently available on the sQ Play Panel).

If the *Eject Button* setting is changed, the ports need to be released then taken control of again.

Rehearsal mode provides the sQ Play user with similar functionality to that of a VTR (ie you can jog, shuttle, pause etc). To change into rehearsal mode, assign your server, play-out ports and Playlist set-up in the *Server Playout* menu, then tick the ***Rehearsal Mode*** box. When you tick the box and exit the <F1> menu, a confirmation box appears. Press *Confirm* (you may also have to press *Take Control - Confirm* if offline).

If you tick the ***Backup Playout*** box, sQ Play controls two servers–primary and backup–and sync rolls clips on both servers. This allows normal operation to continue on either server if one of the servers goes offline or if a port is lost to another automation device. When this box is ticked, a *Server Backup Playout* menu now appears in the <F1> window with similar options to those for the primary server. Choose a *Backup Server* from this menu and assign ports for the ***Backup Video/Key A, B, C*** and ***D*** boxes. Note that you can select a server in a connected remote Zone if necessary.

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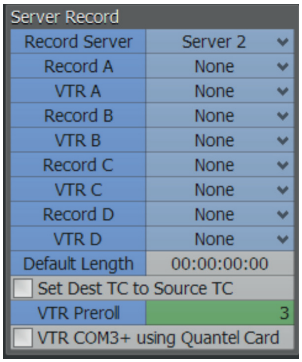
With both primary and backup servers being controlled, playlist clips are cloned to both servers. Transport actions including cue, take etc are offset by 15 frames from the current reference time (ie the action is not triggered immediately). This is to ensure that the two servers play synchronously. If a server port is lost, a warning displays to the user, although operation should continue as normal using the remaining port(s).

See sQ Play User Guide for more details.

Server Record Menu (sQ Record only)



sQ Record systems can control up to 4 sQ Server ports through which clips from live feeds or VTR can be recorded and saved in the Server Bin.

The required ingest server, record length, server input ports and COM ports should be selected in the *Server Record* menu before you attempt to use sQ Record.

The selected configuration affects the display of the Record Window(s) later when ports are opened within the QRecord application.

Configuration should be set-up before you start to use QRecord, but can be changed when QRecord is open and not actively recording. The configuration will then become active the next time you take control of the ports (by pressing *Take Control*) in the Record Window. Only change configuration when QRecord has finished recording material.

The ***Record A, B, C*** and ***D*** boxes allow a maximum of 4 possible server input ports to be assigned to record from live feeds and VTR.

To assign each port, use the scroll box to the right and select one of the 12 possible *Server Port boxes*, for example, *Record C - Server Port 7*. Set any other spare boxes to *None* if they are not required.

When the server input ports have been assigned, the ***VTR A, B, C*** and ***D*** boxes allow you to assign the server port's corresponding VTR to one of 4 possible COM serial ports (plug-in sockets) located on the back of the sQ Record PC.

To assign each COM port, use each scroll box to the right and select one of the 12 possible COM boxes. For example, *Record C - Server Port 7 with VTR C - COM2*.

Note that when recording from a live feed, you should set the required server port's corresponding VTR box to *None*. For example with *Record A* set to *Server Port 2*, the *VTR A* box should be set to *None* so that QRecord cannot control a VTR and is forced to find the live feed instead through server port 2. Set any other spare *VTR* scroll boxes to *None* if they are not required.

To set the default record length, enter a duration timecode in the grey box to the right of ***Default Length*** at the bottom of the *Server Record* menu (displayed as hours:minutes:seconds:frames). The value can be entered on the soft keyboard–which appears to the right of the box when pressed–or on the external keyboard. This duration is later displayed in the Record Window when ports are opened.

If you tick ***Set Dest TC to Source TC***, the destination timecode on any subsequently recorded clip is set to be the same as the first frame of source timecode.

The preroll (in seconds) for connected VTRs can be set by entering a numeric value in the green ***VTR Preroll*** box.

A standard sQ Record controls up to four server ports. You should tick the ***VTR COM+using Quantel Card*** box when an optional PCI serial card has been installed for VTR serial control.

See sQ Record User Guide for more details.

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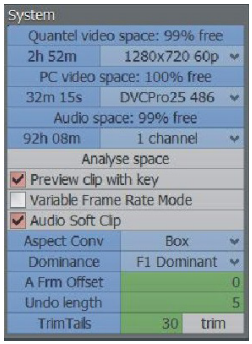
System Menu



If a video format and audio channel(s) are selected from the corresponding ***Video space*** and ***Audio space*** scroll boxes, the space available is then displayed as a percentage and duration. The video formats you can select from the scroll box vary and depend on configuration and how/where video is stored. For example sQ soft seats contain only those formats supported by the server in the list.

Video is stored in different locations on different Quantel platforms. All soft seats and standalone workstations display ***Video space*** boxes. On soft seats, this relates to the local PC disk space; whereas on workstations this relates to the FC 'Dylan' disk space.

On sQ connected hard seats such as sQ Edit Plus, a ***Quantel video space*** box is displayed at the top of the menu. This box relates to FC 'Dylan' disk space and only appears on sQ connected Quantel platforms. Local PC disk space is indicated below in the ***PC video space*** box.

The ***Audio space*** scroll box allows you to view space over the selected audio channels (1, 2, 4 or 8).

If you press ***Analyse space,*** it appears as an option in the Clips Bin when a project folder is selected and analyses the combined space used by the clips in that folder. A pop-up message displays the space used. This allows you to determine the amount of space that would be freed if the project folder were to be deleted. Space analysis is intended to be used on an occasional basis when you need to create some free space. This process may take considerable time (similar to the time taken when loading clips during start-up). Therefore the space usage is not updated dynamically and is not displayed after a system restart.

See 'Video & Audio Space Usage' in chapter 1 and 'Analysing Clip Space' in the Media Bins User Guide for details.

With ***Preview clip with key*** selected, any clip with an associated key that is unrendered only previews on the desktop. Deselect this option to play without stuttering.

The ***Variable Frame Rate Mode*** default setting is off. In this position, 1280x720 50/59.94/60 P or 1920x1080 50/60 P can be ingested. With this setting on, Panasonic variable frame rate material 1280x720 59.94/60 P tagged at frame rates between 4 fps and 60 fps can be ingested. Note that a 59.94 P clip–ingested with this menu in the default position–appears in the Clips Bin at 59.94 P but when dragged and dropped on to the desktop will appear at 29.97 fps. This is to enable easier editing and conforming with other formats.

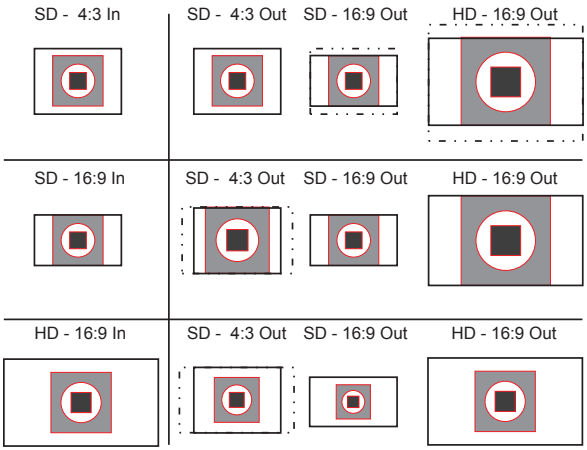
If ***Save versions in bin*** is ticked, any graded versions created using the QColour option will automatically be saved in the Clips Bin.

The ***Audio Soft Clip*** tick box controls how audio is treated when it exceeds its normal level. This box is normally only required if Dolby E audio is being assembled or cut to avoid 'audio popping' at each edit point.

All server connected seats can set the aspect ratio (4:3 or 16:9) and conversion mode (box or cut) of material that they publish back to the server. The aspect ratio is determined by the setting on the Application Bar of each seat and the conversion mode is determined by the ***Aspect Conv*** box:

When a 16 x 9 clip is output at 4 x 3 aspect ratio with *Cut* selected, the 16 x 9 clip is resized and the left and right edges of the image are cropped. With *Box* selected, the 16 x 9 clip is output in letter box form.

When a 4 x 3 clip is output at 16 x 9 aspect ratio with *Cut* selected, the top and bottom edges of the image are cropped. With *Box* selected, the 4 x 3 clip is output as pillar box.



Note that in some conversions, the output image is expanded or shrunk then cropped. This is indicated in the diagrams by the dotted rectangles.

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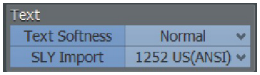
The blue scroll box to the right of the ***Dominance*** box is used to set the field dominance of the output video to either *F1 Dominant* or *F2 Dominant.* To avoid unpleasant artifacts the dominance of the output video should be the same as that of the recorded material.

The value in the green numeric box next to ***A Frm Offset*** is used to introduce an offset into the timecode output by the system. This can be used to advance or delay timecode (in frames) to suit different VTRs and installations.

The value in the green numeric box next to the ***Undo length*** box sets the number of undo levels remembered.

The ***Trim Tails*** function allows the length of all the unused tails of all clips in the library to be trimmed by the value set in the green numeric box. This can be used to free valuable storage space. When the ***trim*** box is pressed, the whole clip library is trimmed to this length.

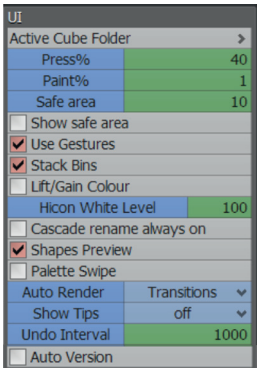
Text Menu



The ***Text Softness*** box determines how sharp on-screen text appears.

The language code page selection is made using the ***SLY Import*** box. When loading an externally created template file the correct code page must be assigned so that Qscribe can correctly interpret it.

UI Menu



The *UI* menu is used to set specific user interface parameters.

On Pablo Neo systems, multiple 3D LUT folders can be created under C:\Data\User\Cubes and then selected as the active LUTs folder by typing the folder name in the ***Active Cube Folder*** field.

The ***Press%*** numeric box determines how much pressure needs to be applied using the pen to activate menu boxes.

The ***Paint%*** numeric box determines the sensitivity of the pen while painting.

The ***Safe area*** numeric box defines the safe area as a percentage of the screen.

The ***Show safe area*** box when selected, displays a coloured safe area rectangle in the Effects and Utility applications.

The ***Use Gestures*** box when ticked, allows the *layer* box within the Effects application to act as the *Copy/Insert* box in previous versions of software. When *Use Gestures* is off, the *layer* box becomes a pop-up menu to allow functions to be used instead of cursor movements. The setting of the *Use Gestures* box also affects how the *store/load* box functions in the Effects Application.

The ***Stack Bins*** tick box allows bins open on the desktop to be stacked on top of each other so that they are docked to a single tab.

The ***Lift/Gain Colour*** tick box determines the menu options in the Effects Application's *Colour* menu. If unticked, the traditional colour menu (ie contrast, brightness, gamma) is enabled; and when ticked the Lift/Gain style menu is enabled.

The ***Hicon White Level*** numeric box allows the level of white to be decreased in order to prevent unpleasant glare when creating HSL keys in QColour or Pablo.

The ***Cascade rename always on*** box always displays the naming pop-up in MLT FX whenever a new cascade is inserted.

The ***Shapes Preview*** box provides a wireframe preview of the shape (in Effects *shaped* menu) with its effect as it is being dragged to another position on screen. With *Shapes Preview* deselected, the shape is only updated when its position is set (ie dragging stops and the cursor is released).

The ***Palette Swipe*** tick box will display the colour palette (regardless of whether the Effects - *paint* menu is active) whenever the pen is swiped across the tablet; eg when using QScribe to create coloured text.

The ***Colour Palette*** box, when selected, allows the palette to be displayed when using a swipe movement with pen and tablet in the Effects *Paint* menu.

The ***Auto Render*** scroll box offers the following choices:

None	auto render is now off, so all rendering needs to be started manually.
Transitions	edit transitions will render automatically.

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Full all FX processes and edit transitions will render automatically.

The scroll box next to the ***Show Tips*** box provides different levels of display. With *off* selected no tool tips are displayed. With *tool* selected, help messages appear in the menu when the cursor is placed over a menu. With *all* selected and the cursor placed over a title in the Clips Bin, clip details are now displayed (ie duration, format, modified date & time and file type).

The ***Undo Interval*** numeric box allows an interval in milliseconds to be set.

The ***Auto Version*** tick box (QColour only) allows up to 6 versions of a colour corrected clip to be saved either automatically (with *Auto Version* on) or manually (with *Auto Version* off) every time *version* is pressed in the Effects *Colour* menu.

XLR Input Monitor Menu

This menu controls the AES/EBU digital audio input used for the Voice Over and audio FX Loop functions in the Edit application when *XLR* is selected from the blue scroll box.

The ***VO Input*** scroll box allows the audio input to be selected for use with the Voice Over function. The *XLR 1/2, XLR 3/4, XLR 5/6* and *XLR 7/8* settings select the AES/EBU digital audio inputs on the rear panel.

The ***Monitor Level*** numeric box can be used to set the overall output audio monitor level.

The ***Input Mix*** numeric box can be used to set the level of voice over that can be heard on the monitor output.

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